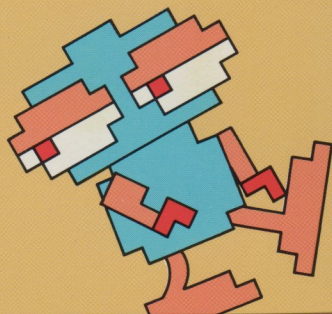




MINDSCAPE INC
ENTERTAINING
EDUCATIONAL
SOFTWARE

AN SFN COMPANY



Software that challenges the mind.



INTRODUCING MINDSCAPE.

We produce software that challenges the mind.

Mindscape's mission is to create entertaining, educational software for children and adults. This results in quality software that captivates interest and makes the learning experience fun.

What makes us different from other software companies is our parent company, SFN Companies, Inc. Through its subsidiaries, Scott Foresman and Silver Burdett, SFN is the leading educational textbook publisher in the U.S.A. for elementary and high schools. With over 100 years of education experience, we know what education is all about.

Coupled with this rich association is an array of talented computer software professionals who know how to effectively use computers. We have the best programmers, writers, illustrators, educational specialists, and musicians with many years of experience in the field. Mindscape's dedication to quality is absolute.

Mindscape has four distinct product lines. Our software covers areas such as early learning, creative skills, pre-programming, recreational computing, and productivity/utility programs. All our products reflect our commitment to quality, fun and education for the whole family. Mindscape has a heritage of educational excellence with a family of fine products. We'd like to be part of your family.



MINDSCAPE PRODUCT LINES



(ages 4-8)

Sprout software offers children opportunities to go on treasure hunts, find their way through puzzling mazes, visit magic lands, and even choose how stories develop along the way. While they explore, children are learning mathematics, visual discrimination, critical thinking, and computer literacy. Sprout software prevents boredom too, because as children get older, the software gets more challenging. Sprout's Tink!Tonk!™ products are interactive adventures and exciting, multi-level educational programs. p. 4



(ages 8 and up)

Pixelwerks is an introduction to the creative use of your home computer for anyone eight and up. Animation, drawing, painting, and programming come alive, keeping children actively involved in learning. Children can even direct their own shows or write and illustrate their own stories. While these programs stretch a child's imagination, they also help develop pre-programming skills. Children are learning while they're having fun. p. 6



(teens/adults)

Folio is our productivity line. Initial programs in this line allow you to compose a complete musical score and play it back, learn typing, and even prepare for the SAT college entrance exam, and there are many more to come. p. 8



(teens/adults)

Alert is our growing line of teen/adult software — recreational/intellectual software that will keep you challenged for hours. It includes INDIANA JONES IN THE LOST KINGDOM™*, the ultimate challenge in adventure games, and Crossword Magic, a program that lets you create your own crossword puzzles. Watch for exciting, new additions to this line, soon. p. 10



(Grades K-8)

Scott, Foresman is a line of educational software produced by the #1 elementary and high school textbook publisher. This series makes learning fundamental math entertaining and exciting. Scott, Foresman software passes the same review boards as their texts, so quality is assured. p. 10



The Sprout Club is a club for 4 to 8 year olds. Once a child joins, he or she receives many super membership benefits as well as an informative monthly newsletter. It's a learning and growing experience that delights children. p. 12



sproutTM Fun learning software

FOR 4 TO 8 YEAR OLDS

TONK IN THE LAND OF BUDDY-BOTS

Traveling with Tonk through Tink!Tonk! land, children help rescue Tonk's Buddy-Bot friends. The educational games along the way help a child learn visual discrimination by distinguishing shapes and patterns, and develop concentration and memory skills as well. Bold graphics, lively animation and original music throughout make this a captivating program. Multiple levels keep children continually challenged, so they're having fun while they're learning. Joystick recommended.

Available on: Apple®, Atari®, Commodore®, and IBM®

TUK GOES TO TOWN

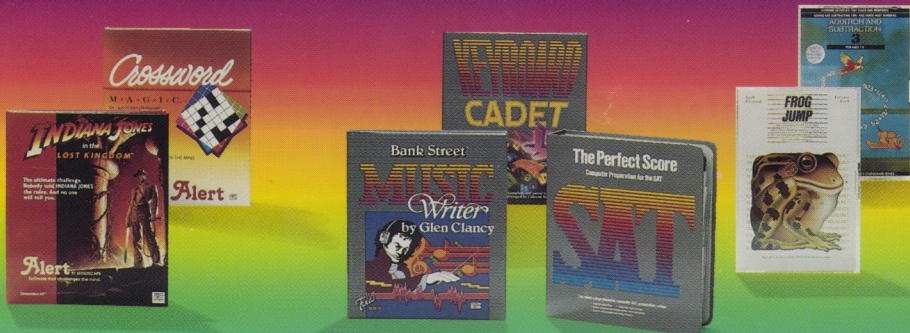
Children enjoy the excitement of being part of the story as they choose Tuk's vehicle and the places through which he should travel. Five educational programs with two levels of difficulty develop children's vocabulary and help strengthen spelling. As Tuk travels, children are treated to high resolution graphics, lively animation and original music throughout.

Available on: Apple®, Atari®, Commodore®, and IBM®

TINK'S ADVENTURE

Children's illustrator and author, Mercer Mayer, designed Tink's Adventure to be the most exciting and entertaining way for children to learn ABC order and become familiar with the computer keyboard. As Tink goes off in search of adventure in Tink!Tonk! Land, children help Tink make many decisions. Outstanding graphics and sound effects make Tink's Adventure come alive.

Available on: Apple®, Atari®, Commodore®, and IBM®



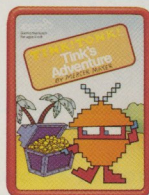
The first four software programs in the Sprout line were developed by Mercer Mayer, world-famous children's author. He has created the delightful world of Tink!Tonk!, a friendly place for any child to play and learn. Sprout software keeps a child involved, attentive and learning.



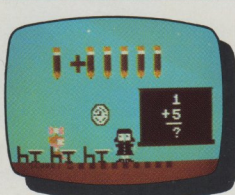
Develops concentration, visual discrimination, and memory skills.



Helps children learn to spell and builds their vocabulary.



Makes learning the computer keyboard as easy as A, B, C.



Provides practice in counting and addition.



TINKA'S MAZES

Tinka's Mazes is an innovative, exciting way for children to learn counting and develop basic math concepts. Children are involved in helping Tinka get through mazes by counting and solving simple addition problems. They can also build their own arcade game and set the difficulty level of problems, time constraints and obstacles. As with all Tink!Tonk! products, the colorful graphics, sound effects and challenging play action keep children interested, time after time. Joystick recommended.

Available on: Apple®, Atari®, Commodore®, and IBM®



Creative learning tools.

FOR AGES 8 AND UP

MR. PIXEL'S™ PROGRAMMING PAINT SET

This program allows children to draw in full color on the computer screen. Then, they can change their creations in ways that were never before possible by conventional means. While children are experimenting with their creations, they are also learning pre-programming skills. The Mr. Pixel series of programs are all compatible, so a background created using Programming Paint Set can be used in Cartoon Kit. Joystick recommended. Available on: Apple®, Commodore®, IBM®

MR. PIXEL'S CARTOON KIT

Now children can stimulate their creativity by selecting or building cartoon characters, and then combining them into unique cartoon features. Mr. Pixel's Cartoon Kit allows children to be sophisticated animators. Cartoon Kit is part of a series of software programs that can be used in conjunction with one another. Joystick recommended. Available on: Apple®, Commodore®, IBM®

SHOW DIRECTOR

With this innovative educational program, children write a script and then produce a show. They add the excitement through colorful pictures, animation, text, music and sound effects. With twelve backgrounds and dozens of characters to choose from, children are limited only by their imaginations. Joystick recommended. Available on: Commodore®, IBM®

BANK STREET STORYBOOK by GEORGE BRACKETT

All children love making up stories and drawing pictures. Now, with Bank Street's new program, StoryBook by George Brackett, they can create dynamic, multiple-paged stories with animation and sequencing. The result—unattainable with any other software—is a lively story completely controlled by the creator. Stories can be stored and printed out. Joystick required. Available on: Apple®, Commodore®, and soon, IBM®



Children are full of creative ideas, and the Pixelwerks series provides them with an opportunity to experiment and create to their heart's content. Writing, drawing and even show-directing come alive, and at the same time children learn problem solving and pre-programming skills.

*Drawing was never
this exciting.*



*Create a cartoon
and watch it appear on
the screen.*



*Put together your
own theater
production.*



*Capture the vitality
of story telling.*





Folio™ *Productivity/utility programs*

FOR TEENS AND ADULTS

BANK STREET MUSICWRITER by GLEN CLANCY

If you can hum a tune, you can write a tune. The joy of music and the excitement of composing come to life with Bank Street's new program, MusicWriter by Glen Clancy. Use the computer to arrange notes on the two music staves on the screen. No additional hardware is needed, and no prior musical knowledge is required. Within minutes, beginners can be experimenting with melody, harmony and rhythm. Professionals will find it useful too, with its ability to shape tones and include repeats, endings, and triplets. MusicWriter is the most sophisticated notation editor on the market; easy enough for a child and powerful enough for an adult.

Available on: Atari®, Commodore®, and soon Apple® and IBM®

KEYBOARD CADET

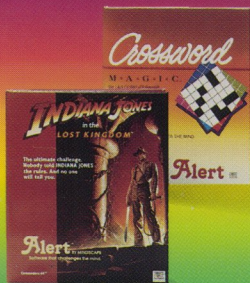
Learning to use the computer keyboard was never this much fun or this exciting. Keyboard Cadet trains you to touch type on your computer using either the QWERTY or DVORAK methods. Unlike other typing programs, however, Keyboard Cadet shows the user proper hand positioning and follows the same course of study that typing teachers use. This is a unique and challenging way to learn typing for ages 8 to adult.

Available on: Commodore®, Apple®, IBM®

THE PERFECT SCORE: COMPUTER PREPARATION FOR THE SAT

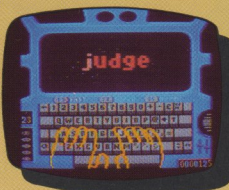
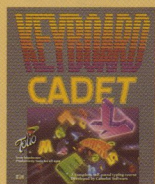
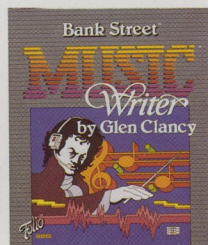
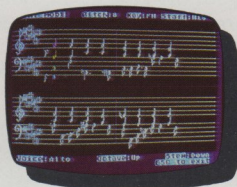
For as long as there has been an SAT exam, people have been trying to find the proper way to prepare for it. This software program is the answer. With its six double-sided disks, no more complete coverage can be found. Written by education experts and thoroughly tested in the field, the program covers all sections of the test. The Perfect Score includes an actual timed exam to simulate a test-taking experience and is a captivating way to study. No computer knowledge is needed to use the program, and the flexible, self-paced program helps keep students motivated to learn.

Available on: Apple®, Commodore®, IBM®



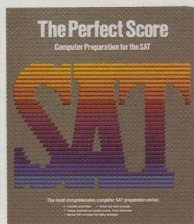
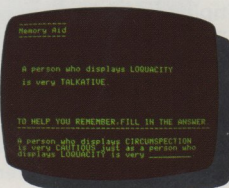
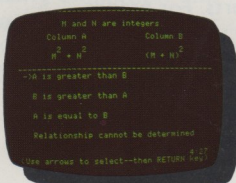
Folio

The easiest — and most sophisticated — tool for creating music.



Learn to use the computer keyboard.

The ideal way to get ready for the SAT.





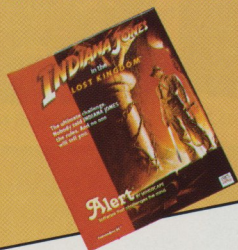
AlertTM

Recreational software
FOR TEENS AND ADULTS

INDIANA JONES IN THE LOST KINGDOMTM *

This program is the ultimate challenge. You are INDIANA JONES in search of the fabled artifact. Relying on your own intuition, skill and logic, you must find and solve the problems in this adventure. Nobody told INDIANA JONES the rules, and no one will tell you! Joystick required.

Available on: Commodore[®]



The ultimate challenge — you discover the rules.



GRADES K-8

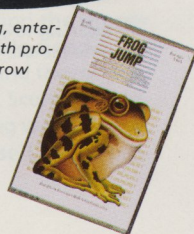
MATH ACTION GAMES SERIES

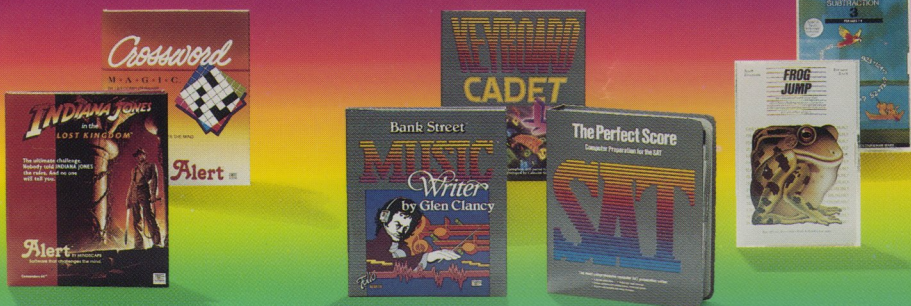
A funny thing happened when the Math Action series arrived on the scene—learning math suddenly became exciting and fun. Now, math jumps off the screen. Children in grades K-3 learn numbers and counting with Frog Jump, and learn addition, subtraction and multiplication with Picture Parts. For grades 3-6, there's Pyramid Puzzler for multiplication and Star Maze for division. And for grades 6-8, there's Space Journey for percentages and Number Bowling for decimals and fractions. All of this outstanding software was developed by the #1 elementary and high school text publisher in the country, so quality is assured and the learning experience enhanced.

Available on: Apple, Commodore, IBM



Six exciting, entertaining math programs to grow with.





CROSSWORD MAGIC™

This program allows you to create your own crossword puzzles, and use them again and again. It's a unique way to study any subject at any level—from English to astronomy, or use just for fun!

Available on: Apple®, Atari®, Commodore®, IBM®

Create your own crossword puzzles.



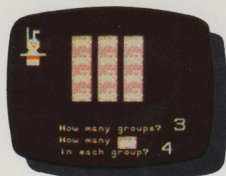
The fun way to learn math basics.



MATHEMATICS COURSEWARE SERIES

The Mathematics Courseware Series isn't just another way to learn math. It's the newest and most innovative way to learn math, backed by 100 years of educational experience. These informative, entertaining programs were developed by Scott, Foresman, the #1 elementary and high school textbook publisher. The series is self-paced, so very capable students can move ahead in the math curriculum, while children having trouble can receive extra help. Exciting animation and instant feedback keep students motivated.

Available on: Apple





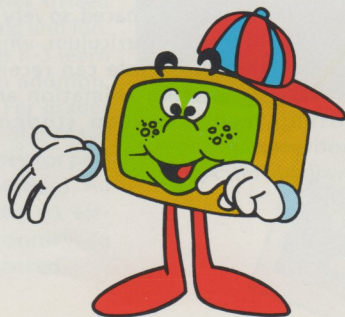
sprout club™

A COMPUTER CLUB FOR 4 TO 8 YEAR OLDS

The Sprout Club is for computer youngsters and offers all sorts of super benefits. We can't tell you everything, of course, because the magic parts are only for official Sprout Club members—not for grown-up Sprout fans. But we can tell you that the Club will keep children excited about Sprout software, and the software will keep children excited about learning!

What's a Sprout? A Sprout is very special. Why?

- A Sprout carries the secret code membership card of the Sprout Club.
- A Sprout is an official special assistant to the Top Sprout, the mastermind who thinks up all sorts of fun ways to learn new skills.
- A Sprout is a mail-getter who receives a special, full-color newsletter each month to keep up on club news, find out about new software and make new friends. There are games and puzzles and crafts, too.
- A Sprout has a super special membership kit that has the secret code card, a Sprout button to wear, a Sprout Club decal to dress up a T-shirt, a Tink!Tonk! poster to hang, Tink!Tonk! stickers to stick and a Sprout membership certificate to brag about.
- A Sprout has special access to the Top Sprout and can write to the Top Sprout with questions and comments.
- A Sprout Club Membership opens the door to new friendships, computer fun and wonderful learning experiences.





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Mr. Pixel is a trademark of Master Software, Inc.

Bank Street StoryBook by George Brackett © 1984 George Brackett

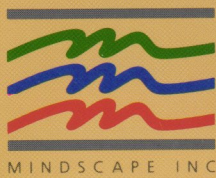
Bank Street MusicWriter by Glen Clancy © 1984 Glen Clancy

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